

# Warlock Patron: The Genie

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*Forgotten Realms: Abeir-Toril\Faerun\Zakhara*

**Introduction:** The following document is proposed rules to add Genies to the Warlocks Otherworldly Patrons, for use in any setting but especially suited for Al-Qadim.

Al-Qadim campaign setting is themed after the Arabian Nights stories. Zakhara, also known as the Land of Fate, was a giant peninsula of the same super-continent that hosted Faerûn and Kara-Tur on the planet Abeir-Toril. (Forgotten Realms Campaign Setting 3rd edition, 2001)

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Version 1.0 17/1/2016



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# Warlock Patrons – The Genies (5e)

## Important Concepts

The following is inspired by the Al-Qadim D&D setting set in Zakhara, but could be used by any Warlock.

### Pact Boon

#### Warlock (Pact of the Chain)

#### *Sha'ir: Male; Sha'ira: Female*

Sha'irs were unique Zakharan wizards who communicated with the spirits of the elements—the genies. Some Zakharians even believed traces of genie blood were spread across all races populating the Land of Fate and that this genie ancestry manifested itself the most within a sha'ir.

These wizards were mysterious and powerful figures in Zakhara. Since it was widely known that sha'irs associated with genies, most would-be attackers thought twice before threatening them.

(Arabian Adventures, 1992)

#### Warlock (Pact of the Blade)

#### *Mystic of Nog*

A wizard who channeled and contained magical power through their flesh.

(The Complete Sha'ir's Handbook, 1994)  
(Arabian Adventures, 1992)

## Warlock Otherworldly Patrons

### The Genies

Your patron is a Genie who resides on the Elemental Planes. A creature of story and legend, your patron is a creature of the Elements, a decadent ruler in their own rights.

When you choose a Genie Patron, you must choose from which element your patron is from:

#### Expanded Spell List

Your Genie patron lets you choose from an expanded list of spells when you learn a warlock

#### Genie Patrons Element

Genie Type	Damage Type
Earth	Acid
Air	Lightning
Fire	Fire
Water	Cold

spell. You gain one general spell and a spell specific to your Patron's Element

### Genie Expanded Spell List

Spell Level	Spells Generic	Earth	Air	Fire	Water
1st	Chromatic Orb	<i>Earth Tremor(EE)</i>	Thunderwave	Burning Hands	<i>Ice Knife(EE)</i>
2nd	Enlarge\Reduce, Arrow	Melf's Acid	<i>Warding Wind(EE)</i>	<i>Aganazzar's Scorcher(EE)</i>	<i>Snilloc's Snowball Swarm(EE)</i>
3rd	Major Image	<i>Erupting Earth(EE)</i>	Lightning Bolt	<i>Melf's Minute Meteors(EE)</i>	<i>Water Breathing</i>
4th	Conjure Minor Elementals	<i>Vitriolic Sphere(EE)</i>	<i>Store Sphere(EE)</i>	Wall of Fire	<i>Warding Wind(EE)</i>
5th	Conjure Elemental	<i>Transmute Rock(EE)</i>	Creation	<i>Immolation(EE)</i>	Cone of Cold

Spells are from The Players Handbook 5e unless noted with (EE) then from (Princes of the Apocalypse, 2015)

# Warlock Patrons – The Genies (5e)

## Language of the Elements

At 1<sup>st</sup> level, you gain the language of the element of your patron: Auran (air), Terran (earth), Ignan (fire), or Aquan (water).

## Sure-Footed

At 1<sup>st</sup> level, you have advantage on Strength and Dexterity saving throws against effects that would knock you prone.

## Friend of the Elementals

At 6<sup>th</sup> level, you gain advantage on Elemental saving throws (Acid, Cold, Fire, Lightning, and Thunder)

## Summoning of the Elementals

At 10<sup>th</sup> level, when you cast Conjure Elementals (or Minor) you do not need to concentrate on the spell.

You can also use Conjure Elemental to summon a Genie instead.

## Genies Resilience

At 14<sup>th</sup> level you gain Damage Immunity to the elemental damage type of your patron.

## Warlock Familiars

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The Sha'ir Warlocks of Al-Qadim can summon a small elemental familiar. Called a gen, which becomes a permanent and willing servant. The Sha'ir can pick which elemental type of gen appears (air, fire, water, earth).

As well as the ability to summon Merphits.

# Warlock Patrons – The Genies (5e)

## Gen

Gen are small elemental genies who willingly serve as magical familiars.

The various gen are also called wind gen or djinnlings, sand gen or daolani, sea gen or maridans, and fire gen or efreetikin.

Gen resembles the province they represent. Wind gen are small air sprites with bluish skin and white hair. They are unnaturally thin and their skin seems almost transparent in bright light. Their color and mood are sometimes related to the weather; a wind gen before a storm turns dark grey and fidgety, a wind gen on a beautiful calm day is quiet and pale blue.

Fire gen are miniature fire spirits with ebony skin and long, flame-red hair. Their fingers end in long, reddish claws that they wiggle constantly. They are hyperkinetic getting a fire gen to sit still is impossible. Fire gen are also pyromaniacs and must be tightly controlled to prevent them from playing the arsonist.

Water gen are small water spirits with greenish skin and bluish eyes and hair. Their hair is often wet and matted with seaweed or tangled with bits of flotsam. They are graceful whether in or out of water. They enjoy decorating themselves with pearls, shells, and other treasures of the sea.

Sand gen have tan skin and jet black hair, and their bodies are squat enough to resemble globes with limbs. They tend to move with a certain clunky weight. They care nothing for gems and jewelry except insofar as they are tasty.

All gen are short, a maximum of 1' tall 8" to 12". When appearing and disappearing, they fade into their element. Sand gen sink into the floor, fire gen slow down and fade like dying coals, wind gen disappear like a sudden breeze, and water gen either dissolve into the nearest body of water or evaporate into the sky.

## Habitat/Society:

Gen are menial servitors among the elemental planes, fetching and carrying for their masters. When its master dies, it returns to its elemental plane. When a gen is reduced to 8hp, it returns to its elemental plan and will need to be re-summoned.

Wind gen are often aloof and moralistic. They tend to give their masters unwanted advice about everything that they are doing wrong and how people could be better and happier.

Fire gen are malicious and judgmental. If given a moment alone, they will start fires, pry into places they are not wanted, and pontificate on the faults of everyone they see.

Maridans are capricious and playful. Their feelings

are hurt easily when their pranks and playfulness are rebuffed.

Sand gen are tactless and direct. They simply tell what they know, and they have little sympathy for anyone in trouble. They think about their own needs first, and they are not shy about letting their masters know what they want.

(AD&D2e Monstrous Compendium: Al-Qadim Appendix, 1992, p. MC13)

### Air Gen: Wind Gen\DJinnling

Tiny Elemental, Neutral

Armor Class: 14

Hit Points: 17 (5d6)

Speed: 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHR
6 (-2)	18 (+4)	11 (0)	10 (0)	14 (+2)	14 (+2)

Skills: Perception +2, Stealth +6

Senses: darkvision 60 ft., passive perception 12

Damage Immunities: Thunder, Lightning, poison

Condition Immunities: charm, attacks of opportunity

Language: Auran

Challenge: 1

**Air Form:** The elemental can enter and pass through a hostile creature's space without occurring attacks of opportunity. It can move through space as narrow as 1 in wide without squeezing

### Actions

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7(1d4+4) Lightning damage.

# Warlock Patrons – The Genies (5e)

**Fire Gen: Efreetkin**  
Tiny Elemental, Neutral

Armor Class: 13  
Hit Points: 23 (5d6+5)  
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHR
6 (-2)	17 (+3)	13 (+1)	10 (0)	14 (+2)	14 (+2)

Skills: Perception +2  
Senses: passive perception 12  
Damage Immunities: Fire, poison  
Condition Immunities: charm  
Language: Ignan  
Challenge: 1

**Fire Form.** The elemental can enter stop in a hostile creature's space. It can move through space as narrow as 1 in wide without squeezing. A creature that touches or shares the same space as the elemental takes 3 (1d4) fire damage and will set flammable items on fire.

**Actions**  
Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d4+3) Fire damage.

**Earth Gen: Sand Gen\Daolani**  
Tiny Elemental, Neutral

Armor Class: 12  
Hit Points: 28 (5d6+10)  
Speed: 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	12 (+1)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

Skills: Perception +1  
Senses: darkvision 60 ft., passive perception 11  
Damage Immunities: acid, poison  
Condition Immunities: charm  
Language: Tarran  
Challenge: 1

**Earth Glide.** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, it does not disturb the material it moves through.

**Actions**  
Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d4+4) Acid damage.

# Warlock Patrons – The Genies (5e)

Water Gen: Sea Gen\ Meridian  
Tiny Elemental, Neutral

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Armor Class: 12  
Hit Points: 38(5d6+20)  
Speed: 20 ft., Swim 40 ft.

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STR	DEX	CON	INT	WIS	CHR
11(0)	14(+2)	18(+4)	8(-1)	14(+2)	8(-1)

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Skills: Perception +1, stealth  
Senses: darkvision 60 ft., passive perception 11  
Damage Immunities: cold, poison  
Condition Immunities: charm, attacks of opportunity  
Language: Tarran  
Challenge: 1

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**Water Form:** The elemental can enter and pass through a hostile creature's space without occurring attacks of opportunity. It can move through space as narrow as 1 in wide without squeezing

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**Breath of water:** While occupying the same space as someone, the elemental can choose to allow them to breath water

## Actions

**Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 3(1d4) Cold damage.

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